

Design and Assets

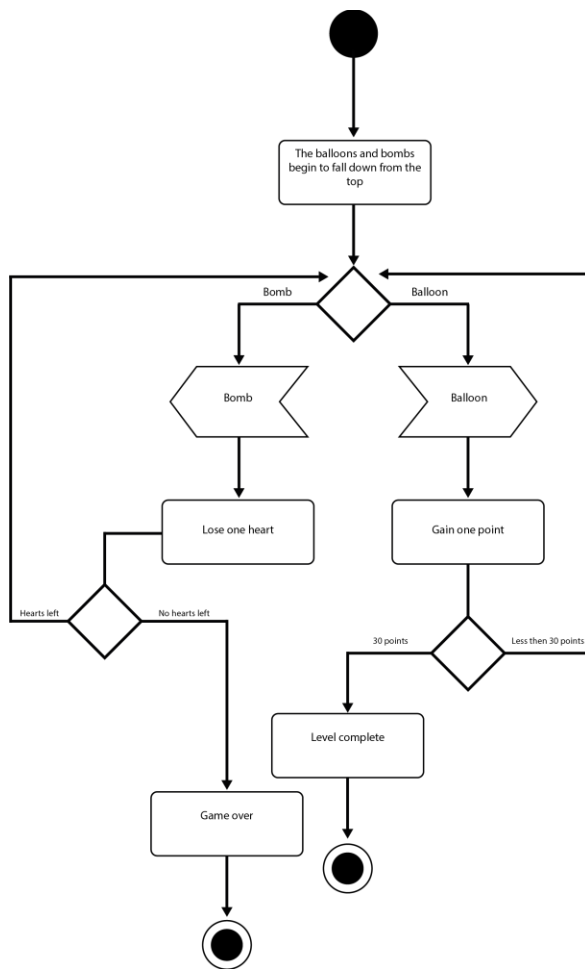
Developer: Einar Helgi Jóhannsson.

Game: Balloon Popper.

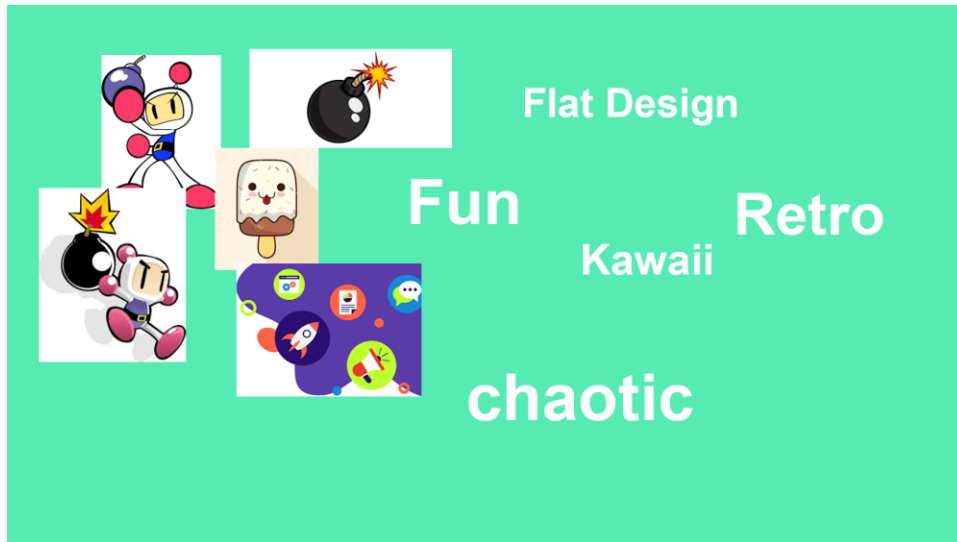
Asset List: [Assets](#)

The game Balloon popper is a simple point and click game designed in a retro video game style, drawing inspiration from characters such as bomberman. The game starts in the sky with both balloons and bombs falling from the sky. However, if the player clicks the bombs three times, they lose all their hearts and are greeted by the game over screen.

The Activity Diagram: how the game is played:

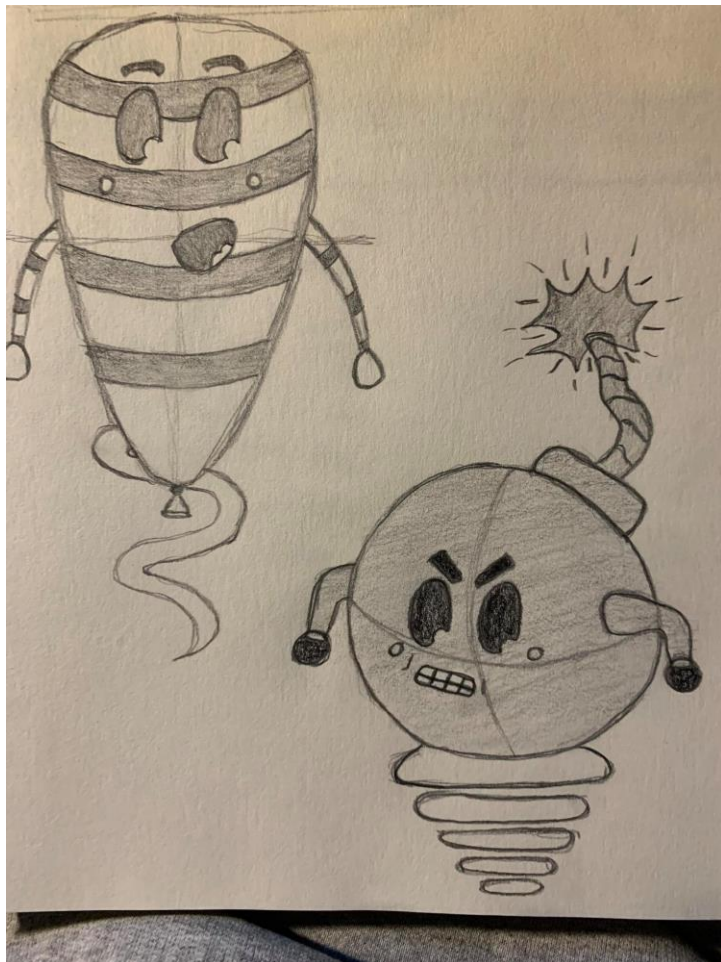


Moodboard:

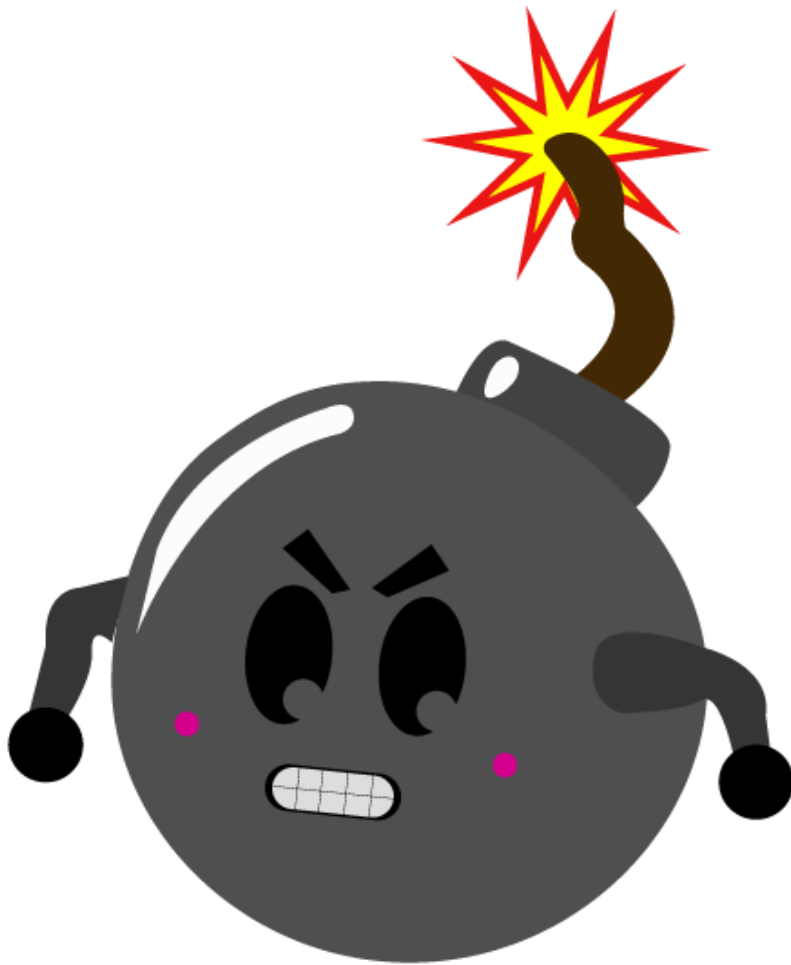


Character designs:

1st edition sketches:



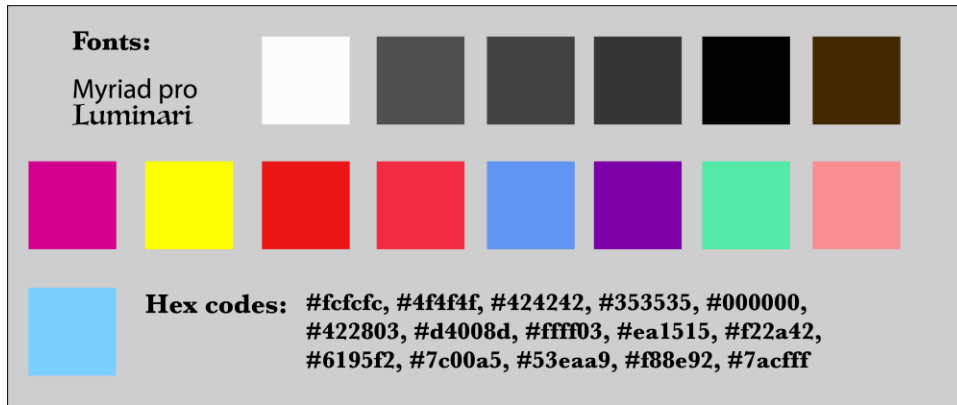
2nd edition: illustrated with the basic geometrical shapes and the pen tool in Illustrator: Using different facial expressions to differentiate between the good and bad:



The use of shapes and why:

So, I went with a mix of video game, flat design and kawaii for my characters. After doing a bit of research withing each style I found out that the circle was the most widely used in each style and that also corresponded with my characters being a balloon and a bomb, both circles. So, with a blend of these styles, I feel like I came up with something that is quite cool and eye catching.

Colours and Typography:



Ui Elements:

For my timer I went with a stopwatch that changes colour with the timing hand moving from 100 to zero, for the health indicator I went with a traced illustration of a realistic heart, with three of them indicating you have three lives and when you lose a heart one of them blacks out. Finally, for my point indicator I created a simple calendar that will count from zero to thirty and the font used is myriad pro.

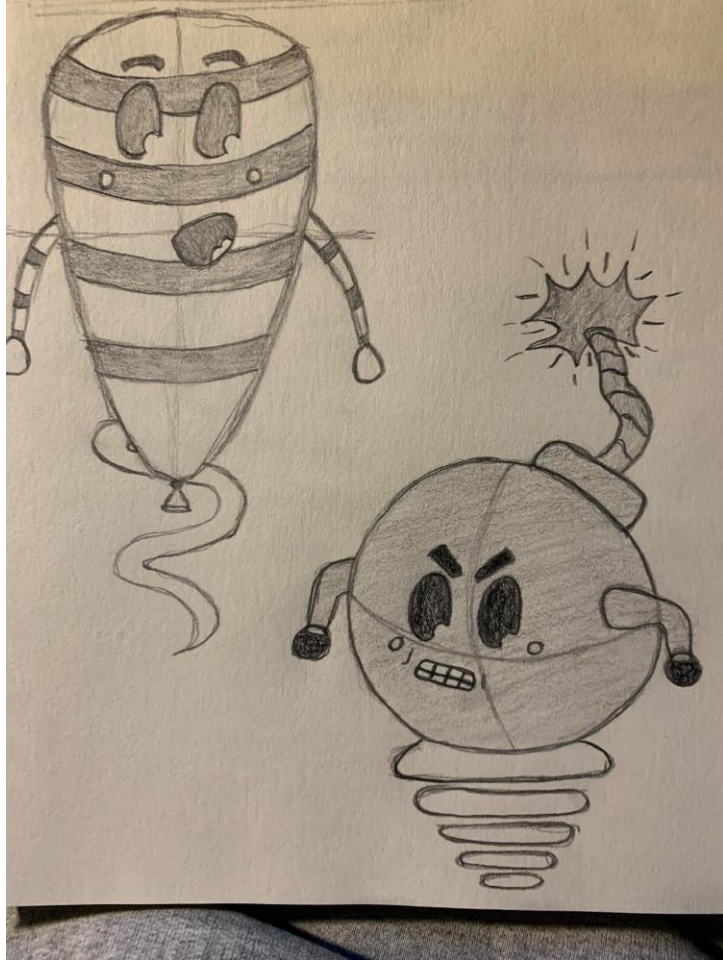


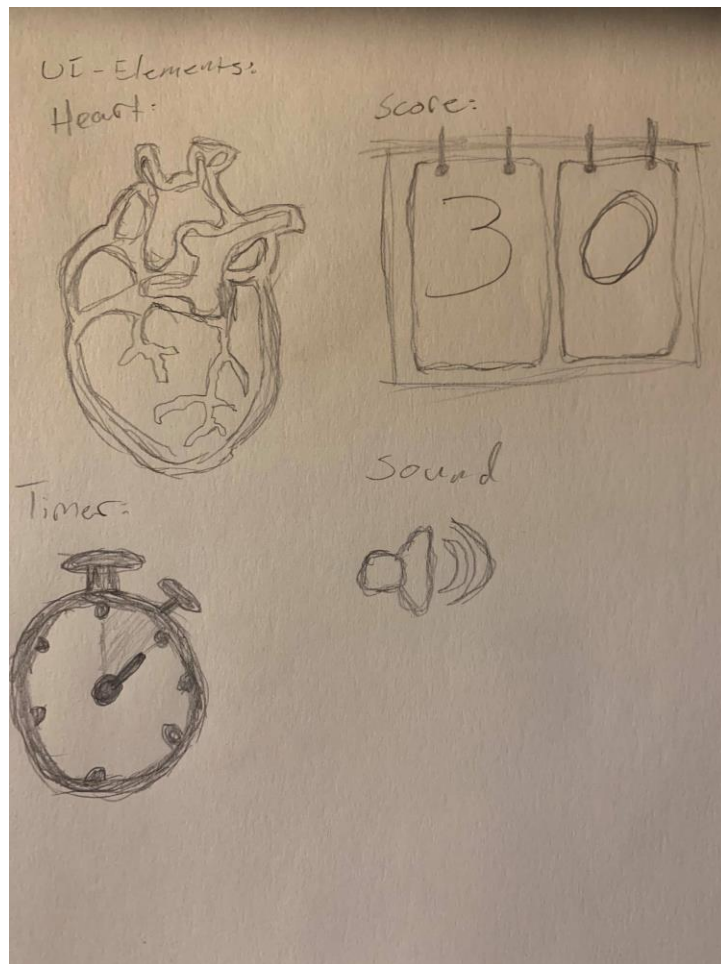
Good and bad UI elements:

The good objects are indicated by a simple illustration of a balloon and the bad objects by a simple illustration of a bomb.



Sketches:





Final Game scene:

